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Inventor Name Search Result

Your Search was:

Last Name = MAILLOT
First Name = JEROME

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09998919	Not Issued	41	12/03/2001	Dynamically adjusted brush for direct paint systems on parameterized multi-dimensional surfaces	MAILLOT, JEROME
10059292	Not Issued	71	01/31/2002	System of feature-based surface mapping	MAILLOT, JEROME
10153888	Not Issued	41	05/24/2002	Unified subdivision scheme for polygonal modeling	MAILLOT, JEROME
10244599	7034824	150	09/17/2002	SYSTEM AND METHOD FOR COMPUTING A CONTINUOUS LOCAL NEIGHBORHOOD AND PARAMATERIZATION	MAILLOT, JEROME
10748235	Not Issued	71	12/31/2003	Accelerated ray-object intersection	MAILLOT, JEROME
11209721	Not Issued	30	08/24/2005	System and method for computing a continuous local neighborhood and paramaterization	MAILLOT, JEROME
60290669	Not Issued	159	05/15/2001	Feature-based displacement mapping	MAILLOT, JEROME
60306153	Not Issued	159	07/19/2001	Dynamic brush plane: an easy way to apply image processing techniques to 3D shapes	MAILLOT, JEROME
09553385	6525735	150	04/20/2000	SYSTEM FOR ATTACHING RIGID OBJECTS TO DEFORMED SHAPES IN COMPUTER GENERATED IMAGES VIA REAL TIME LOCAL APPROXIMATION OF DEFORMATION USING ROTATION	MAILLOT, JEROME ALAIN

Inventor Search Completed: No Records to Display.

Last Name **First Name**

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Inventor Name Search Result

Your Search was:

Last Name = WANG
First Name = XIAOHUAN

Application#	Patent#	Status	Date Filed	Title	Inventor Name
60290669	Not Issued	159	05/15/2001	Feature-based displacement mapping	WANG, XIAOHUAN
10059292	Not Issued	71	01/31/2002	System of feature-based surface mapping	WANG, XIAOHUAN CORINA

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1 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

2 Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: full citation, abstract, citings

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

3 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of

this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

4 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

5 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

6 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

7 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

8 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

9 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

10 Jump map-based interactive texture synthesis

Steve Zelinka, Michael Garland

October 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available: pdf(529.89 KB) Additional Information: full citation, abstract, references, index terms

We present techniques for accelerated texture synthesis from example images. The key idea of our approach is to divide the task into two phases: analysis, and synthesis. During the analysis phase, which is performed once per sample texture, we generate a jump map. Using the jump map, the synthesis phase is capable of synthesizing texture similar to the analyzed example at interactive rates. We describe two such synthesis phase algorithms: one for creating images, and one for di ...

Keywords: Interactive texture synthesis, jump maps, texturing surfaces

11 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

12

A framework for geometric warps and deformations
Tim Milliron, Robert J. Jensen, Ronen Barzel, Adam Finkelstein
January 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available: pdf(3.20 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a framework for geometric warps and deformations. The framework provides a conceptual and mathematical foundation for analyzing known warps and for developing new warps, and serves as a common base for many warps and deformations. Our framework is composed of two components: a generic modular algorithm for warps and deformations; and a concise, geometrically meaningful formula that describes how warps are evaluated. Together, these two elements comprise a complete framework useful for ...

Keywords: Deformation, warp

13 Spectral processing of point-sampled geometry
Mark Pauly, Markus Gross
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(3.06 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new framework for processing point-sampled objects using spectral methods. By establishing a concept of local frequencies on geometry, we introduce a versatile spectral representation that provides a rich repository of signal processing algorithms. Based on an adaptive tesselation of the model surface into regularly resampled displacement fields, our method computes a set of windowed Fourier transforms creating a spectral decomposition of the model. Direct analysis and manipulati ...

Keywords: Fourier transform, point-based representations, signal processing, spectral filtering, subsampling

14 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(9.03 MB) Additional Information: full citation, references

15 Cut-and-paste editing of multiresolution surfaces
Henning Biermann, Ioana Martin, Fausto Bernardini, Denis Zorin
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3
Publisher: ACM Press
Full text available: pdf(10.24 MB) Additional Information: full citation, abstract, references, citings, index terms

Cutting and pasting to combine different elements into a common structure are widely

used operations that have been successfully adapted to many media types. Surface design could also benefit from the availability of a general, robust, and efficient cut-and-paste tool, especially during the initial stages of design when a large space of alternatives needs to be explored. Techniques to support cut-and-paste operations for surfaces have been proposed in the past, but have been of limited usefulnes ...

16 A survey of image registration techniques

Lisa Gottesfeld Brown
December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4
Publisher: ACM Press

Full text available: pdf(5.20 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

17 Computer rendering of stochastic models

Alain Fournier, Don Fussell, Loren Carpenter
June 1982 **Communications of the ACM**, Volume 25 Issue 6
Publisher: ACM Press

Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, citings, index terms

A recurrent problem in generating realistic pictures by computers is to represent natural irregular objects and phenomena without undue time or space overhead. We develop a new and powerful solution to this computer graphics problem by modeling objects as sample paths of stochastic processes. Of particular interest are those stochastic processes which previously have been found to be useful models of the natural phenomena to be represented. One such model applicable to the representation of ...

Keywords: fractals, stochastic models, terrain models

18 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

19 Gross motion planning—a survey

Yong K. Hwang, Narendra Ahuja
September 1992

ACM Computing Surveys (CSUR), Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(6.40 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

20 Pointshop 3D: an interactive system for point-based surface editing

Matthias Zwicker, Mark Pauly, Oliver Knoll, Markus Gross

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3
Publisher: ACM Press
Full text available: pdf(1.96 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a system for interactive shape and appearance editing of 3D point-sampled geometry. By generalizing conventional 2D pixel editors, our system supports a great variety of different interaction techniques to alter shape and appearance of 3D point models, including cleaning, texturing, sculpting, carving, filtering, and resampling. One key ingredient of our framework is a novel concept for interactive point cloud parameterization allowing for distortion minimal and aliasing-free texture ...

Keywords: 3D content creation, parameterization, point-based graphics, surface painting, surface sculpting, texture mapping

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